



Patent No. 7,185,891

Date of Patent: March 6, 2007

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant: Kathlyeen Nylund Jackson Examiner: Benjamin Layno

Serial No. 10/823,387 Group Art Unit: 3711

Filed: April 13, 2004 Docket No. 312.007US1

KEEP 'EM COMING CARD GAME

MAIL STOP CERTIFICATE OF CORRECTION BRANCH

Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Certificate


APR 19 2007

The following are hereby submitted:

of Correction

- ☒ Request for Certificate of Correction
- ☒ Certificate of Correction
- ☒ Copy of Section 54 and Column 1 of Patent 7,185,891 with corrections inserted
- ☒ Transmittal Sheet
- ☒ Return postcard

MARK A. LITMAN & ASSOCIATES, P.A.
York Business Center, Suite 205, 3209 W. 76th St.
Edina, MN 55435 (952-832-9090)

By: 
Atty: Mark A. Litman
Reg. No. 26,390

CERTIFICATE UNDER 37 C.F.R. 1.8: The undersigned hereby certifies that this Transmittal Letter and the paper, as described herein, are being deposited in the United States Postal Service, as first class mail, with sufficient postage, in an envelope addressed to: Mail Stop Certificate of Correction Branch, Commissioner for Patents, PO Box 1450, Alexandria, VA 22313-1450 on 13 April 2007

Mark A. Litman
Name


Signature



Patent No. 7,185,891

Date of Patent: March 6, 2007

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant: Kathlyeen Nylund Jackson Examiner: Benjamin Layno
Serial No. 10/823,387 Group Art Unit: 3711
Filed: April 13, 2004 Docket No. 312.007US1
KEEP 'EM COMING CARD GAME

CERTIFICATE UNDER 37 C.F.R. 1.8: The undersigned hereby certifies that this Transmittal Letter and the paper, as described herein, are being deposited in the United States Postal Service, as first class mail, with sufficient postage, in an envelope addressed to: Mail Stop Certificate of Correction Branch, Commissioner for Patents, PO Box 1450, Alexandria, VA 22313-1450 on 13 April 2007

Mark A. Litman
Name


Signature

REQUEST FOR CERTIFICATE OF CORRECTION

MAIL STOP: CERTIFICATE OF CORRECTIONS BRANCH

Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Sir/Madam:

It is requested that a Certificate of Correction be issued correcting printing errors appearing in the above-identified United States patent.

This is a request to insert the correct title in the Letters Patent. The correct title is **Keep 'Em Coming Card Game**. A copy of page 1 of the United States Patent and Trademark Office Letters Patent is attached for your reference of which a handwritten correction is inserted in section 54

As none of the errors listed is due to Applicant's mistake, no fee is necessary in connection with this Certificate. Issuance of the Certificate of Correction would neither expand nor contract the scope of the claims, and re-examination is not required.

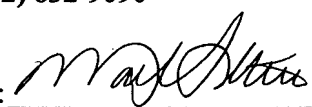
Respectfully submitted,

KATHLEEN NYLUND JACKSON

By Her Representatives,

MARK A. LITMAN & ASSOCIATES, P.A.
York Business Center, Suite 205
3209 West 76th Street
Edina, Minnesota 55435
(952) 832-9090

Date: 13 April 2007

By: 
Mark A. Litman
Reg. No. 26,390

APR 19 2007

UNITED STATES PATENT AND TRADEMARK OFFICE CERTIFICATE OF CORRECTION

PATENT NO. : 7,185,891
APPLI CATION NO. : 10/823,387
ISSUE DATE : March 6, 2007
INVENTOR(S) : Kathleen Nylund Jackson

Page 1 of 1

It is certified that errors appear in the above-identified patent and that said Letters Patent is hereby corrected as shown below:

Cover page, section 54, please cancel line 1 and insert the following:

KEEP 'EM COMING CARD GAME

Column 1, please cancel line 1 and insert the following:

KEEP 'EM COMING CARD GAME

MAILING ADDRESS OF SENDER (Please do not use customer number below):

**Mark A. Litman & Associates, P.A.
York Business Center, Suite 205
3209 West 76th Street
Edina, Minnesota 55435 USA**

No. of additional copies: 0

MAR 19 2007

This collection of information is required by 37 CFR 1.322, 1.323, and 1.324. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO) to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 1.0 hour to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Office, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND TO: Attention Certificate of Corrections Branch, Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.

If you need assistance in completing the form, call 1-800-PTO-9199 and selection option 2.

1

~~WAGERING CARD GAME~~
Keep 'Em Coming Card Game
 BACKGROUND OF THE INVENTION

1. Field of the Invention

The present invention relates to gaming play, particularly card gaming play, and wagering card games that may be played as a casino table card game, a console station for multiple players or as a video slot machine game.

2. Background of the Art

Casinos regularly desire to obtain new games to maintain player interest and excitement. Although the traditional games of Blackjack (twenty-one), Bacarrat, and Poker (and its variants) have been staples at casinos, additional games have been regularly added for variety and stimulation. Even variations of standard games such as blackjack have been introduced, with games such as 13—Over and Under (a side bet wager game), Spanish Twenty-One™ game enjoying some success. Many poker variants have been introduced, such as Let It Ride® poker, Caribbean Stud® poker, Three-Card™ poker, and the like. The benefits of these poker variant games include the fact that any number of players (up to the table limit and the cards available from the deck) may play games either against the dealer's hand or against a pay table. Even single players may play some of these games, with or without a dealer hand.

Even Casino War™ card game has achieved some level of play in casinos because it is easy to understand, competitive, and some extended play can be enjoyed at the table at moderate cost levels. These are definite attributes of casino games. It is always desirable to develop new and additional games for play in casinos, especially those that can be quickly learned, have a level of excitement and expectation to them, and have strategies that are easily understood.

One game that enables play of a side bet with a stream of cards being sought is described in U.S. Pat. No. 5,839,730 which describes a unique method for a wagering game achieved by providing a side bet opportunity during the play of a Twenty-One game. The player is given the opportunity to place this side bet with the hope of receiving winnings when certain predetermined card configurations are received. Upon receipt of these defined card configurations, the player is immediately paid winnings during the process of the Twenty-One game. These additional winnings are based on sequences of cards and are independent and separate from wagers in the Twenty-One game. Additionally, all of the predetermined card configurations are preferably chosen such that they will not interfere with the underlying Twenty-One game. As a basis for paying out winnings, it is required that the player consecutively receive these certain card configurations during the play of the Twenty-One game after having made a bet in expectation of those card configurations appearing. Also, the final configuration of the Twenty-One hand is irrelevant to the side bet game as the players win immediately when the predetermined configurations are received, long before completion of the hand.

U.S. Pat. No. 6,375,189 describes casino table card play in general terms. In a casino card game, provisions are made for a jackpot component awarded after initially dealt cards are reviewed and additional cards are dealt, in which predetermined prizes are awarded players who participate in the jackpot component by placing additional wagers and the prizes are based upon preselected arrangements of playing cards in the hands after additional cards are dealt. There is no sequence of cards in order described and the disclosure is for bonus games and jackpots.

2

U.S. Pat. No. 6,179,291 (Vancura) describes a casino table wagering game in which random events and their associated values are used (e.g., card rank). The teachings include a set of higher/lower hitting and standing rules in which a participant's successive event values are compared to determine the success or failure of a strategic decision. As a table game vs. a house dealer, the overall player's objective in a preferred embodiment is not to bust while achieving more hits than the dealer who plays by a fixed set of rules. Variations include a solitaire version, different payoff criteria and schedules, different definitions of what constitutes a successful hit, versions with a guaranteed-winner bonus round, and the introduction of jokers which may be helpful and/or harmful to the player's hand. When the dealer busts, the player automatically wins.

SUMMARY OF THE INVENTION

A wagering card game has at least one player competing against a dealer. An object of the game in determining a win versus a loss is to achieve a hand with the greatest number of cards possible (up to a general rule maximum of 6 cards or an alternate 7-card maximum) without busting and to have a greater number of cards in the player's hand than the dealer has in the dealer's hand. Awards are based upon the degree of the player's hand exceeding the number of cards in the dealer's hand as a multiple of an initial wager. Certain events may enable a player to double down or even triple down, providing a game feel similar to blackjack. Additional events may include special situations and strategies that provide the player extra benefits for receiving pairs, suited cards, or close-value cards. The game may be played as a live casino table game with physical cards, or with various virtual systems such as a stand alone video gaming apparatus or a console multi-player format with seats for up to seven or more players and a video display of a dealer hand or even of a dealer.

BRIEF DESCRIPTION OF THE FIGURES

FIG. 1 shows a layout of a casino table game felt.

FIG. 2 shows table content where three players have wagered, and the initial card in the deal to each player and the dealer.

FIG. 3 shows the table content of Player 1 in the initial deal of FIG. 2 doubling a wager against the dealer's Jack, and receiving a mandatory card.

FIG. 4 shows the table content of Player 1 taking a hit.

FIG. 5 shows the table content of Player 1 hitting again.

FIG. 6 shows the table content of Player 1 hitting again, but receiving a bust card.

FIG. 7 shows the table content after Player 1's cards and Player 1's wager have been removed. Player 2 has doubled against the dealer's Jack, and has received the mandatory card.

FIG. 8 shows the table content of Player 2 hitting, receiving a Pair of 3s, and a Free Card.

FIG. 9 shows the table content of Player 2 standing on his 4-card hand, and Player 3 receiving the mandatory card.

FIG. 10 shows the table content of dealer's first hit after player's have completed hitting.

FIG. 11 shows the table content of dealer's second hit, a bust card that is put off to the side of the dealer's hand.

FIG. 12 shows the table content of resolution of the wagers.

FIG. 13 shows a slot machine version of the invention, with screen monitor and play buttons.

9 2007



US007185891B2

(12) **United States Patent**
Jackson

(10) **Patent No.:** **US 7,185,891 B2**
(45) **Date of Patent:** **Mar. 6, 2007**

(54) **Keep 'Em Coming Card Game**
WAGERING CARD GAME

(75) **Inventor:** **Kathleen Nylund Jackson, Scituate, MA (US)**

(73) **Assignee:** **Precedent Gaming, Incorporated, Scituate, MA (US)**

(*) **Notice:** **Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 247 days.**

(21) **Appl. No.:** **10/823,387**

(22) **Filed:** **Apr. 13, 2004**

(65) **Prior Publication Data**
US 2005/0087928 A1 Apr. 28, 2005

(51) **Int. Cl.**
A63F 1/00 (2006.01)
A63F 13/00 (2006.01)

(52) **U.S. Cl.** **273/292; 273/274; 463/12**

(58) **Field of Classification Search** **273/292, 273/309, 274; 463/12, 13**

See application file for complete search history.

(56) **References Cited**

U.S. PATENT DOCUMENTS

5,673,917 A * 10/1997 Vancura 273/292
5,839,730 A 11/1998 Pike 273/292
6,170,828 B1 * 1/2001 Mostashari 273/292

6,179,291 B1 1/2001 Vancura 273/292
6,217,024 B1 * 4/2001 Lofink et al. 273/292
6,375,189 B1 4/2002 Jones 273/292

OTHER PUBLICATIONS

"Blackjack", Scarne's Encyclopedia of Game by John Scarne, Harper & Row Publishers, 1973, pp. 276-286.*

* cited by examiner

Primary Examiner—Benjamin Layno

(74) *Attorney, Agent, or Firm*—Mark A. Litman & Associates, P.A.

(57) **ABSTRACT**

A wagering game has a dealer compete against a player. The at least one player and the dealer receive a single card. The at least one player takes at least one mandatory hit card. If the at least one mandatory hit card has the specific relationship in rank to the single card, or if the at least one mandatory hit card allows the at least one player to continue the game, the player having the option of taking another hit card. When the player has elected to take no more hits or has taken a maximum number of hits, but has not taken a card that busts, the dealer taking at least one mandatory hit card the dealer taking hits until the dealer busts, until the dealer receives a predetermined maximum number of cards, or until the dealer has received a total number of cards that exceeds the total number of cards in all players' hands in the game.

29 Claims, 17 Drawing Sheets

